



BERLIN BREAKERS

**STARTING THE GAME**

To play Professional Underground League of Pain on your PlayStation game console:

1. Set up your PlayStation game console in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces up.
3. Close the Disc cover. If the disc is switched off, press the POWER button to begin play. If the disc is already on, press the RESET button.

To skip through intro screens, press the X button or START on the Controller.

**WARNING:** Do not insert or remove Controllers, Memory cards or other peripherals during the game.

**HOW TO PLAY THE LEAGUE OF PAIN**

The League Of Pain is a very simple game to play. Two teams compete against each other in a brutal blend of ice hockey, basketball and bare knuckle fighting. The home team is identified by a yellow triangle that appears underneath the player in possession of the ball. The away team is identified by a purple triangle underneath the player in possession of the ball. The object is to score more points than your opponent within a set time limit. Points are scored by throwing the plasma ball into the goal area suspended above the middle of the court.



FRANKFURT VIPERS



However before either team can score any points they must charge the plasma ball. Each team's charger is centrally located in their opponent's territory at the opposite end of the court. To charge the ball a team must pass the ball and keep possession while moving down their opponent's end of the court. Once a team gets around the opponent's the player in possession must place the ball in the charger for 2 seconds.

Once charged, the ball will glow with that team's colors.

Home team - purple

Away team - yellow

It can then be shot towards the goal. If a player happens to score with a plasma ball that has been charged by the opponent then they will count as a goal for their opponent. If a plasma ball has been charged and then possession lost, the team that has lost gained possession must pass the ball down to the opposite end of the court and re-charge it in their own colors before a goal can be scored that will add to their own points total. The court is split into zones and where a player stands within the 3, 2 or 1 point zone when he scores a goal will determine the points value awarded.

Other than that there is only one rule. And that is that there are no rules. No fouls either. Punch, kick and charge your way to victory. Or play a tactically astute parking game. It's for you to work out which approach works best.



### CONTROLLING YOUR PLAYERS WHEN IN POSSESSION OF THE PLASMA BALL

X button	Shoot
SQUARE button	Change Player Roll Pass
TRIANGLE button	High pass
CIRCLE button	Tight

### CONTROLLING YOUR PLAYERS WHEN DEFENDING

X button	Block goal attempt
----------	--------------------

### USING A MULTI-TAP

A Multi-Tap allows up to 4 players to join a game. Connect the Multi-Tap to either of the Controller ports on the PlayStation® game console. Up to 4 Controllers can be connected to the Controller ports on the Multi-Tap. Using two Multi-Taps allows up to eight players to join a game (one PIOT team member controlled by each game player).

**NOTE:** Do not insert/remove Multi-Taps into your PlayStation® game Console during a game.

When you reach the Player Select menu, the user of each Controller can select which team they want to control. In this way you could play with 2 human players on each side, 3 humans against one human, and so on. During the game, the player markers clearly indicate to which Controller they correspond.

SQUARE button	Forward Slide
CIRCLE button	Fight

### GENERAL

Directional buttons	Move player
START button	Pause Game
SELECT button	Display all game options when game is paused
L1 button	Short whistle
L2 button	Long whistle
R1 button	Jump
R2 button	Walk Side-step



These are the default controls. To change the control assignments into the Player Select screen, press the SELECT button on this Controller, and you will access the Controller Configuration menu. Use the left Directional button on your Controller to scroll through the four sets of choices. Press the X button to confirm.

### THE MENUS

The League Of Pain has two main menus: the menus of the game play, and the menu system. Use the Directional buttons on your Controller to highlight each option box. Press the X button on your Controller to select the option currently highlighted. Press the TRIANGLE button on your Controller to Sub-Up (or scroll up) another within the menu system.

Once the game is loaded, you will be presented with the main menu screen. Use the Directional buttons to move around the menu options and press the X button to make your choice.

### THE MAIN MENU



### FRIENDLY

A single exhibition game.

Select this to access the TEAM SELECTION menu.





USAKA COMETS

**LEAGUE**

A full season of 30 games where you play each team twice in home and away matches. Select this to access the LEAGUE menu.

**TOURNAMENT**

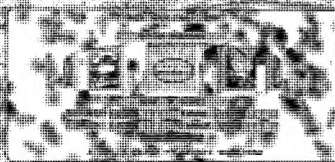
A single elimination competition playable over 2, 3 or 4 rounds involving up to 16 teams. Select this to access the TOURNAMENT menu.

**OPTIONS**

Select this to access the OPTIONS menu.

**SHOW CREDITS**

Select this to view the CREDITS list.

**TEAM SELECTION MENU**

Pick your teams as follows. Use the Directional buttons to scroll through the team names. Press the X button to select the team of your choice. If you are playing a two player game, Player One must also select for Player Two using the same method. Lead to PLAYER SELECT menu.

● LOCKY TWO TEAMS



TOKYO TORNADES

**PLAYER SELECT MENU**

Shows teams chosen and allows player to select a team. If you are playing in 1 player mode, use the Directional buttons to move the Player 1 icon under the team of your choice. If you are playing in League mode, the Player 1 icon will be under the team you chose in the TEAM SELECTION menu. If you are playing a two player game in either Friendly or League mode, Player One must also select for Player Two using the Directional buttons to move the Player 2 icon under the team of Player 2's choice. If you wish you may then view your chosen team profiles by moving the highlighting of either the VFD, H All icon and pressing the X button. This will bring up the TEAM EDITOR menu.







LENNINGRAD REDS

**SAVE**

How to Make: Save there are enough free slots on your Memory card before commencing play.

Saves a newly formed team onto a Memory card. To save a newly formed team, make sure you have a Memory card inserted according to the system instructions. Once you have compiled a team that you wish to save use the Directional buttons to highlight the Save slot and press the X button to select it. The team you have compiled will then be saved to the Memory card and the file will be automatically named after your manager.

**LOAD**

Loads a previously saved team from a Memory card. To load a previously saved team, make sure you have a Memory card inserted according to the system instructions. When you have done this use the Directional buttons to highlight your chosen team slot and press the X button to select it. The team you have selected will then be loaded from the Memory card. When you return to the PLAYER SELECT menu you will see that although the team name remains the same your experienced players will have replaced the usual line up.

When you have made any necessary changes, return to the PLAYER SELECT menu, move the highlighting effect over the CONTINUE icon and then press the X button. The friendly game will then begin.

**AFTER GAME MENU - FRIENDLY**

Following the game a final results table will be shown which displays various statistics about the game and played. Press the START button on your Controller to bypass this and the game will return to the Main Menu.



MOSCOW WARRIORS

**LEAGUE GAME MENU**

Use the Directional buttons to move between the menu choices. Press the X button to select. Press the START button to return.

**CHOOSE TEAM**

Leads to TEAM SELECT menu. After being in this menu up the arrow keys identify the that outlined in the window that covers creating a FRIENDLY game.

**LOAD SEASON**

Leads to memory card menu. Use the Directional buttons to move the highlighting effect over the previously saved season of your choice. Press the X button to select and your choice will be loaded from the Memory card.

(See section AFTER GAME MENU - LEAGUE for details of how to save a current league season)

**AFTER GAME MENU - LEAGUE**

Following the game a final results table will be shown which displays various statistics about the game just played. Press the START button on your Controller to bypass this and the game will take you to a further menu where you can make further selections from the choices below.

**PLAY GAME**

Select this to continue with the next league fixture.

**LOAD**

Select this to load a previously saved league season. To load a previously saved league season make sure you have a Memory card inserted according to the system instructions. When you have done this use the Directional buttons to highlight your chosen season slot and press the X button to select it. The season you have selected will then be loaded from the Memory card.

**SAVE**

Note: Make sure there are enough free blocks on your Memory card before commencing play.

Select this to save your position in the current league season. To save your current league position, make sure you have a Memory card inserted according to the system instructions. When you have done this use the Directional buttons to highlight your chosen slot and press the X button to select it. Your current season will then be saved to that Memory card slot.

**VIEW LEAGUE**

Shows your standing in the current season.

**RESTART SEASON**

Select this to restart the current season with the same team and player settings.

**TOURNAMENT MENU**

Use the Directional buttons to move between the menu choices. Press the X button to select. Choose between:

**SET UP MATCH**

Leads to SET UP MATCH menu.

**LOAD TMENT**

Leads to Memory card menu. Use the Directional buttons to move the highlight cursor over the previously saved tournament of your choice. Press the X button to select and your choice will be loaded from the Memory card.

**SET UP MATCH MENU**

Use the Directional buttons to move between the menu choices. Then use the left and right Directional buttons to scroll through the choices.

**NUMBER OF ROUNDS**

Choose a tournament of either 2, 4 or 6 rounds.

**NUMBER OF PLAYERS**

Choose the number of teams playing in the tournament. Depending on the number of rounds you have selected, up to 16 teams can participate.

**CONTINUE**

Leads to TEAM SELECTION menu. Each player must select a team as outlined in the section titled TEAM SELECTION. Once each player has selected a team the tournament fixtures will be displayed. Press the X button to continue and this leads to the PLAYER SELECT menu, which allows the players to assign themselves to teams as outlined in the section titled PLAYER SELECT menu. Once you have edited the teams to your satisfaction press the X button to continue and play the game.



### AFTER GAME MENU - TOURNAMENT

Following a game you will be shown a stats table about the game just played. Press the START button on your Controller. This will display the tournament brackets. Use the Directional buttons on your Controller to move the highlighting effect. Press the Continue button and press the X button. The menu structure from here is identical to that described in the sections titled TEAM SELECTION, PLAYER SELECT and TEAM EDITOR MENUS.

### IN GAME MENUS



At half time in each game there will be a stats table displayed showing how each team has progressed during that half. When you want to begin the second half simply press the START button on your Controller.

You may also press the START button at any time during a game to pause the action. Once the game is paused press the SELECT button on your Controller to bring up the IN GAME menu. You can then alter a wide range of in-game settings as follows.

### CAMERA MODE

Use the Directional buttons to move the highlighting effect over the option. Use the left and right Directional buttons to scroll through all the camera angles available.

### SUBSTITUTIONS

Use the Directional buttons to move the highlighting effect over this option. You will then see a list of the four players currently in the game and the two substitutes to the right. If you want to make a substitution use the Directional buttons to move the highlighting effect over SUBSTITUTION and press the X button to confirm. Then use the up and down Directional buttons to move the highlighting effect over the player that you want to remove from the game. Press the X button to confirm your choice. Following this the highlighting effect will move over the two substitutes available. Use the Directional buttons to highlight the player you wish to take to the field of play. Press the X button to confirm. The substitution will not take place until the next goal is scored.

### MASTER VOLUME

Use the Directional buttons to move the highlighting effect over this option. Use the left and right Directional buttons to move the volume level up and down.

### FX VOLUME

Use the Directional buttons to move the highlighting effect over this option. Use the left and right Directional buttons to move the FX volume up and down.

### REPLAY

Use the **Directional** buttons to move the highlighting effect onto this option. Press the **X** button to confirm. Now use the **Directional** buttons to view the Replay. Press the up **Directional** button to run the replay at normal speed. Use the down **Directional** button to reverse the replay at normal speed. The left **Directional** button to rewind and the right **Directional** button to fast forward. Use the **SQUARE** and **TRIANGLE** buttons to change the camera view. Press the **TRIANGLE** button to exit the Replay menu and return to the in Game Menu.



### ABORT GAME

Leaves current game.

### EXIT

Return to current game.

### THE OPTIONS MENU

The **OPTIONS** menu can be accessed from the Main Menu. There in the **OPTIONS MENU** contain chance to alter a wide range of in-game settings from the list set out below.

Use the **Directional** buttons to move the highlighting effect around the menu choices. Press the **X** button to implement your choice.



### MASTER VOLUME

Use the up and down **Directional** buttons to highlight this option. Then use the left and right **Directional** buttons to adjust the master volume along a sliding scale.

### FX VOLUME

Use the up and down **Directional** buttons to highlight this option. Then use the left and right **Directional** buttons to adjust the FX volume along a sliding scale.



#### AUDIO MODE

Use the up and down Directional buttons to highlight this option. Then use the left and right Directional buttons to scroll between surround stereo and mono sound.

#### EXIT

Return to Options Menu

#### SCREEN MENU



#### INVOKE SCREEN

Use the up and down Directional buttons to highlight this option. Press the A button and keep it pressed while using the left and right Directional buttons to center the screen to your satisfaction.

#### CAMERA MODE

Use the up and down Directional buttons to highlight this option. Then use the left and right Directional buttons to scroll through several camera angles.

#### EXIT

Return to Options Menu

#### EDIT TEAMS



Custom team creation as outlined in section titled TEAM EDITOR MENU

#### MEMORY CARDS



This screen allows you to locate Memory cards and delete previously saved leagues, customizations, teams, etc.

### NEXT CARD

If you have 2 Memory cards inserted you will need this option to switch between them. Use the Directional buttons to move the highlighting effect over this option. Press the X button to select. This will then switch to the Memory card not currently selected.

### DELETE

Use the Directional buttons to move the highlighting effect over the slot you wish to delete. This will now be automatically selected. Use the Directional buttons to move the highlighting effect over the DELETE option. Press the X button. An on screen prompt will appear asking if you are sure this is the file you wish to delete. Select YES and the file will be deleted.

### FORMAT

If you have a previously unformatted Memory card you can use this option to format it. Make sure that your Memory card is inserted according to the system instructions. Use the Directional buttons to move the highlighting effect over this option and press the X button to select it. Your Memory card will now be formatted.

Note: You need a fully formatted Memory card to be able to save any information from this game. A previously formatted Memory card cannot be reformatted.

### EXIT

Return to Battery Menu.

### SAVE OPTIONS

Once you have configured the front end settings such as Controller, Audio, screen, Language and so on, you may save these settings to a Memory card. To save, simply insert a Memory card according to the system instructions. Then simply use the Directional buttons to move the highlighting effect over the Save Option, now and press the X button. Your choices will then be saved to an empty Memory Card slot which will be automatically called *Save Configuration*.

Note: You can only save one *Save Configuration* file on a Memory card. When you try to save a second one, the previous one will automatically be deleted before the new one is saved.